NES-LC-USA

HOW TO PLAY

LASER INVASION

KONAMI

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CONGRATULATIONS!

You're now the proud owner of Konami's Laser Invasion for the Nintendo Entertainment System®. We suggest that you read the following instructions thoroughly before playing with firepower!

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DURING THIS TECHNOSCORCHING HOT SUMMER OFFENSIVE YOU MUST REMAIN COOL UNDER FIRE!

Who knows what lurks in the minds of hot blooded psychopaths. In the case of the infamous Sheik Toxic Moron, oil fields, luxury limos, his harem and world domination top the list.

Unfortunately for the fate of us all, world domination is currently the Sheik's primary motivator, as he prepares to unleash the most devastating weapon ever conceived by mankind—The TechnoScorch Missile. This earth shattering missile is capable of traveling 37,000 miles in exactly 13.8 minutes. Which means no metropolis, not New York, Washington, London, Paris, Moscow or Evansville, Indiana, is beyond the range of Sheik Toxic Moron's burning desires.

In response to this international crisis, leaders from across the globe have gathered in private to select the one man or woman with the skills necessary to put a halt to the Sheik's ambitions...before it's too late. That one gifted modern day warrior must have the ability to fight on the land and in the air. He or she must be capable of making contact with hidden informants, and then be able to decipher their leading or misleading clues. But most importantly, the chosen one must have the ability to withstand weeks, perhaps months in a hostile environment where an intense fire fight rages 24 hours a day...

ATTENTION. WE INTERRUPT THIS INTRODUCTION FOR A BULLETIN FROM THE WORLD'S JOINT CHIEFS OF STAFF. THE SMOKE HAS RISEN FROM THE U.N. CHIMNEY. THE MISSION COMMANDO HAS BEEN SELECTED. FOR SECURITY REASONS, THAT NAME CANNOT BE REVEALED HERE. TO FIND OUT WHO THAT PERSON IS, CHECK YOUR BIRTH CERTIFICATE AND LOOK FOR THE CODED MESSAGE THAT APPEARS UNDER THE HEADING: NAME.

YOUR MAIN OBJECTIVES

Your mission is to infiltrate the Sheik's Sand Storm Command Center, then gather strategic data that will lead you to your destiny—the destruction of the Sheik's newly deployed TechnoScorch arsenal.

But to accomplish this deadly task, you must have numerous destructive skills, including the ability to wage all-out warfare at the controls of the army's newest attack copter—the Laser Invasion Helijet. You must also be an incredibly gifted radar reader, ground attack artist and a specialist in the field of intelligence gathering.

Each of these skills will come into play as you risk your "rutabaga" (that's the military's official codeword for life) battling through three brutal modes: The Air Combat Mode, the Ground Warfare Mode and the 3-D Confusion Maze Mode. Additionally, there's a Helijet Landing Mode, which can be just as deadly when you consider the hazards of putting a chopper down in an unpredictable and hostile environment.

Lucky for you and your next of kin, you'll have three to five "rutabagas" to spare when you begin your assault. Each time you score 10,000 points you'll be given an extra one. Naturally, if fate takes a nasty twist and the enemy suddenly has your number, you'll lose a "rutabaga." You'll also lose one if you crash and burn or run out of precious fuel. When all of your "rutabagas" are lost, your mission will abruptly end.

PLANNING YOUR OPERATION (PRE-ATTACK INSTRUCTIONS)

When the opening screen appears, use the Select Button to choose either GAME START or OPTIONS, then press the Start Button. If you select OPTIONS, the following decisions must be made:

Sound — Turn the "blast-a-move" music On or Off.

Mode — Normal: Helijet nose goes UP when you press the Control Pad Up, and DOWN when you press the Control Pad Down.

Reverse: Helijet nose goes UP when you press the Control Pad Down, and DOWN when you press the Control Pad Up.

Input — Control Pad: Mission is guided by Controller.
LaserScope™: Mission is guided by both the LaserScope and the Controller.
Zapper®: Mission is guided by both the Zapper and the Controller.

Players — Decide whether you want to risk 3, 4 or 5 "rutabagas."

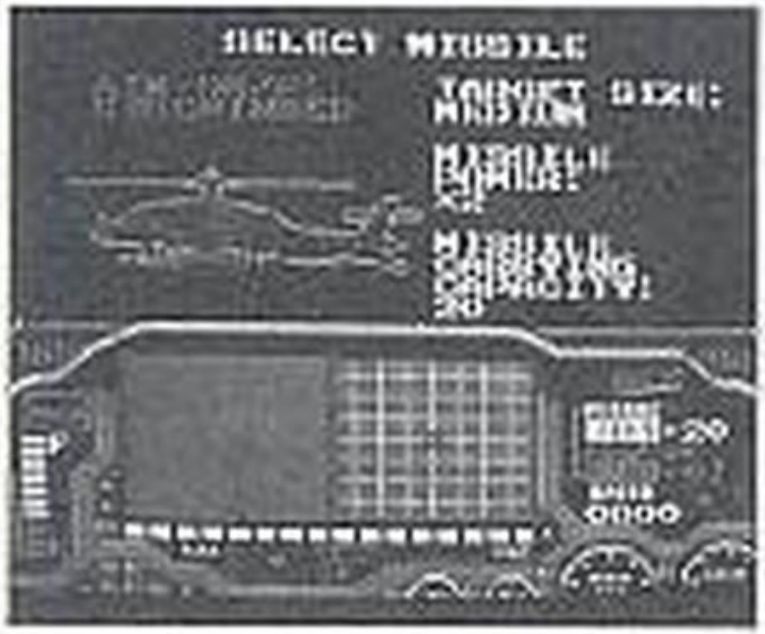
LaserScope Practice — The LaserScope Aim Correction Screen will appear when you press Start.

After you've made your command decisions, press the Start Button and the Title Screen will reappear. Select GAME START and then press the Start Button to begin your fateful mission.

CHOOSING THE MISSILE THAT'S RIGHT FOR YOU

When the mission begins you'll initially receive orders. You can scroll through these orders by pressing the A Button, or speed them up by pressing the B Button (press the A and B Buttons together to change to the next screen). Next, you must load your helijet with missiles. Only a limited number of missiles can be carried, so choose wisely, pressing the Select Button to pick a missile and the A Button to lock and load. (Note: See the *Aerial Combat Mode* for a detailed description of missiles.)

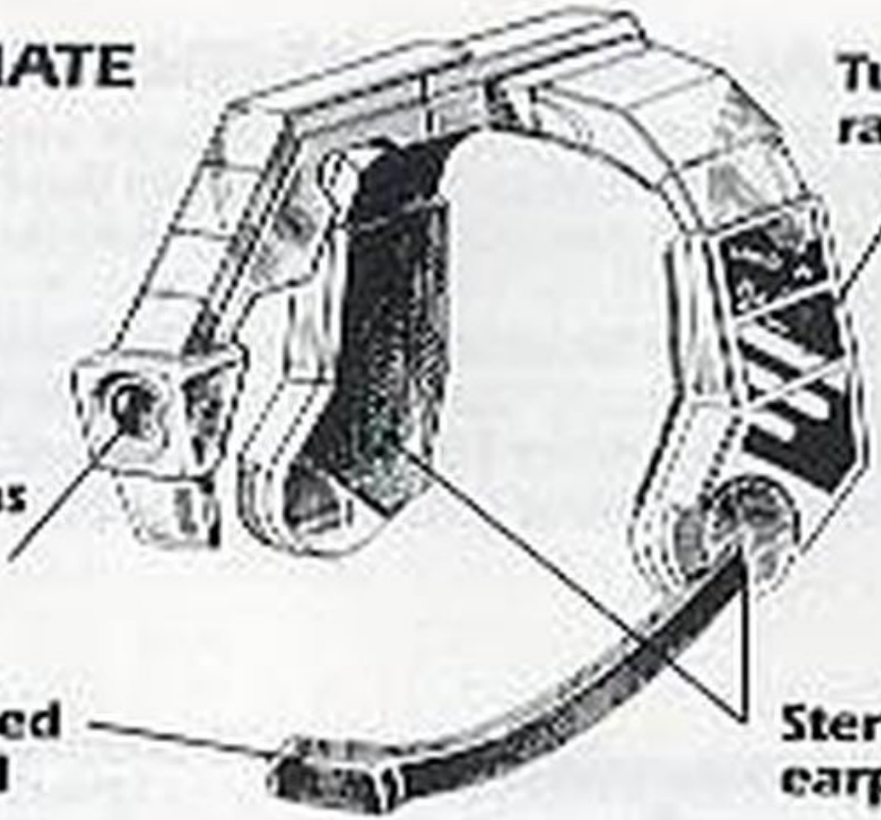
After you've chosen your means of destruction, press the Start Button.



HOW TO CONTINUE YOUR ASSAULT

When GAME OVER appears, don't freak out. Instead cheat fate by pressing the Control Pad Up or Down to select CONTINUE. Next, press the Start Button to return to the exact point where you bit the dust...or should I say sand! You can only perform this life saving maneuver five times before the Grim Reaper catches on.

PRESENTING THE ULTIMATE IN SECRET WEAPONS— THE KONAMI OPTICAL TARGETING, MULTI-DESTRUCTIVE LASERSCOPE


Turbo switch for rapid firing
Optical targeting lens with cross hairs for accuracy
Voice activated firing control
Stereo compatible earphones

When you're looking down the barrel of a loaded rocket launcher, you'd better utilize every tactical advantage available to you. In today's modern world, that means arming yourself with Konami's LaserScope, the voice activated optical targeting headset.

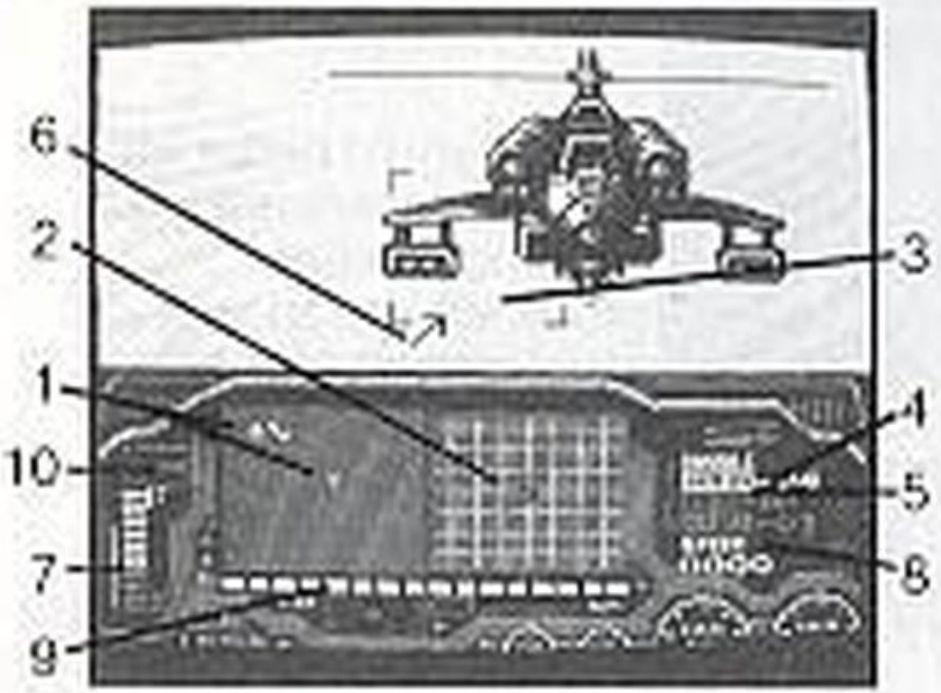
Based on sophisticated jet fighter technology, the LaserScope allows you to seek and destroy in ways that you never dreamed possible. Simply make visual contact with your target. Zero in on that bad boy. Then give the command to fire. Whoa! He won't know what hit him. LaserScope operating instructions: Visually line up the cross-shaped cursor with the square targeting sight on the screen, then give the command to "Fire!" If the square is highlighted in white, the LaserScope aim is OK. If you're not hitting the mark, readjust the LaserScope on your head, making sure it fits correctly, or adjust the monitor brightness so the screen is darker.

Note: The LaserScope can be used with all NES™ Zapper games.

HOW TO REALLY AIR IT OUT (THE AERIAL COMBAT MODE)

In this initial attack mode, you'll pilot the Laser Invasion Heljet, going missile to missile against the Sheik's Vulture Squadron. Until you face the ultimate air strike against the Sheik's Mega Marauder, which you must destroy before landing at the 3-D Confusion Maze.

Before you face these fanatical "Fizzawoppal Lazee-zaas" (that's the secret code word for kamikazes), it's crucial that you select an arsenal of missiles that you're comfortable with. You can choose either 40 Missiles, which are great in number, but have a narrow aiming range and mild explosive capacity. 20 missiles, with an average aiming range and a



1. Wide Area Radar
This long range radar will keep you abreast of the dangers ahead. "o" represents the Sheik's base. "+" indicates the position of a friendly refueling station.

2. Immediate Range Radar
Keep a constant eye on this radar, or else you could be in for a big surprise. Your Heljet is represented as a large triangle. Enemy fighters are represented by large dots. And small dots represent enemy missiles.

3. Vulcan Cannon Sight
Line up with enemy fighters, missiles, tanks, aerial mines, etc., then zero in and blast their "nuzabagas"! (Only appears when LaserScope is not being used).

4. Remaining Missiles
A friendly reminder of just how much firepower you have left.

slightly greater explosive capacity. Or 10 missiles, with a wide aiming range and incredible explosive capacity.

As you take the controls of the Laser Invasion Helijet, you'll notice vital optional systems. They are an Extra Fuel Tank, which allows you to fill the tank once while in flight. Ground Bombs, which will decimate ground enemies in a flash (five per Helijet). And the secret Chaff Activated Protection System, which can protect your "rutabaga" from enemy missiles for a limited time (ten per Helijet).

It's also critical that you know your control panel and understand the function of each indicator. Thus, the following information should be ingrained in your brain!

5. Remaining Optional Equipment
Tells you how many Extra Fuel Tanks, Ground Bombs and Chaff Activated Protection Systems you have at your disposal.

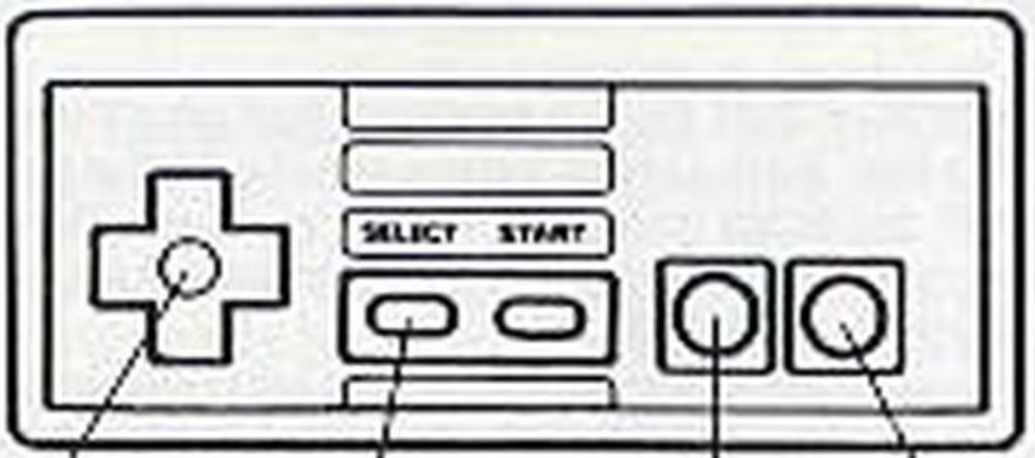
6. Missile Lock-On Range
Once you've zeroed in on an enemy, the LOCK-ON ARROW will appear. If you fire a missile immediately after this arrow appears, the missile will track down the enemy and destroy him like the rabid dog he is. (Note: The Lock-On Arrow will not appear when you are using the LaserScope.)

7. Fuel Gage
"F" indicates your tank is Full. Empty indicates you've run out of luck.

8. Air Speed Indicator
When this gauge reads "0" you are in the HOVERING MODE.

9. Damage Meter
This clues you in on the amount of damage you've sustained. It decreases in value each time your Heljet is hit. If it reaches "0," well... you can kiss your "rutabaga" goodbye.

10. Danger Lamp
It will flash on and off when an enemy is not on your tail.



A Button

Press to decrease speed. Remember, when your Air Speed Indicator reaches "0" you're hovering.

B Button

Press to fire your Vulcan Cannon. For rapid fire, hold down. To fire a missile, make sure you've chosen missile with the Select Button, then press the B Button twice quickly. To use your optional equipment, use the Control Pad to make a selection, then press the B Button twice quickly.

Note: When using the LaserScope, missiles are fired by moving the cross-shaped cursor onto an enemy, and then giving an Audio Command.

Select Button

Press to choose either missiles or one of your optional pieces of equipment.

Control Pad

Press Up, Down, Left or Right to control your Helijet's flightpath.

LANDING. IF YOU DON'T TAKE IT SERIOUSLY, IT'LL CRACK YOU UP

The Military Department's Aviation Technology Manual defines landing as a "controlled" crash. Which means if you aren't in complete control of your Helijet when touching down, you should probably get out of the flight game and go into something more sedate, like needlepoint or macrame.

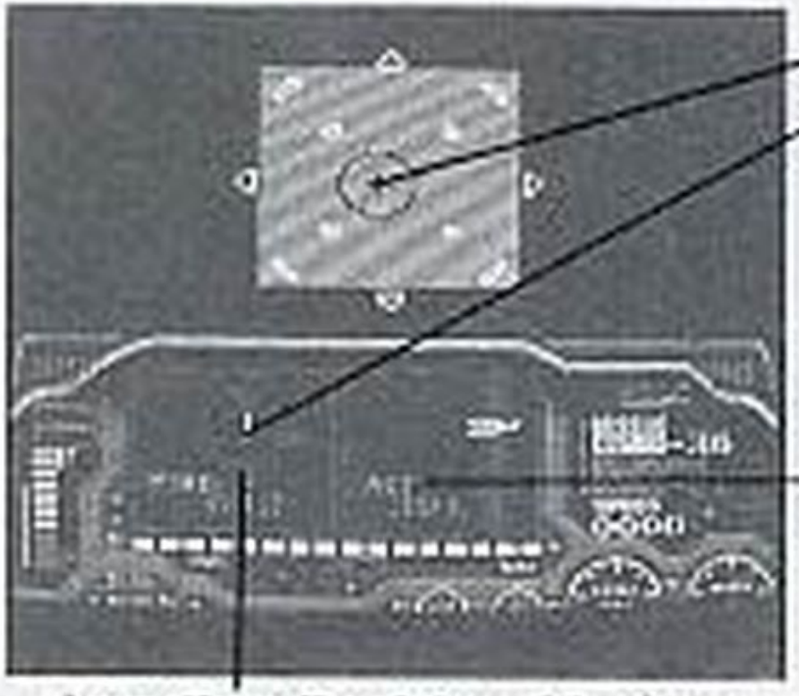
To help ensure that your lifelong career in the military continues, here are your landing instructions. Follow them carefully when landing at friendly refueling stations or the enemy base.

1. When your Helijet approaches a refueling heliport or the enemy base, a message will flash on your screen. As you begin hovering over the landing zone (by pressing the A Button to reduce your air speed), the screen will automatically switch to the Land Mode.

2. Use the Control Pad to center your LANDING SIGHTS directly above the LANDING POSITION MARKER.

3. Next, use the A Button to adjust your altitude. Press to go up. Release to descend. After landing, you can replenish your fuel, make repairs and load more missiles and optional equipment onto your Helijet.

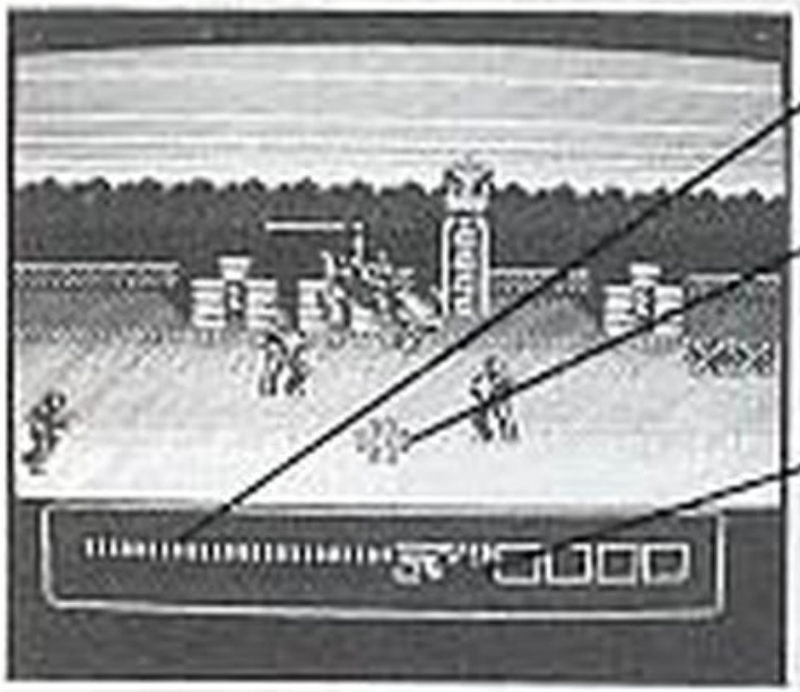
Note: The degree of difficulty you experience will vary, depending on the wind conditions at your landing location. If you make an error landing, you will not lose a "rutabaga." In fact, you can attempt to land as many times as you like... at least until you run out of fuel.



LAND WARFARE HO!

After you've wiped out the Sheik's Vulture Squadron, you must land at his Sand Storm Command Center, then utilize all of your will-power and firepower to exterminate his snaggle toothed goon squad. Needless to say, you won't meet any thinly veiled harem dancers at this war torn oasis!

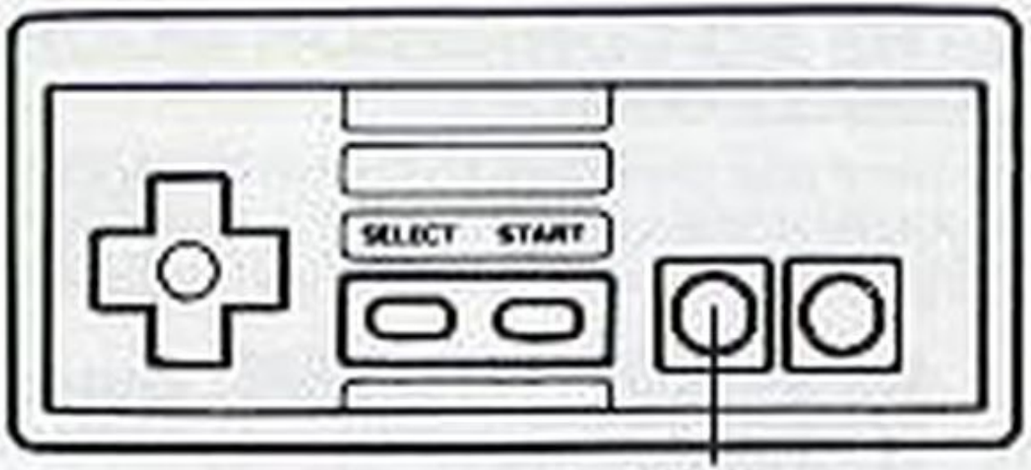
Immediately after you land and exit your Helijet, the battle will begin. Your only weapon will be a standard military issue hand gun. But as you pick-off pest after pest you'll get opportunities to capture additional ammo plus replenish your life.



Injury Meter
A decreased meter makes for a deceased player.

Targeter
First, use the Targeter to get an enemy in your sights. Next, blast away! (Not seen when using LaserScope.)

Remaining Bullets
Tells you exactly how much ammo you have. As you blast certain key items, you can increase your supply up to 99 bullets.



B Button

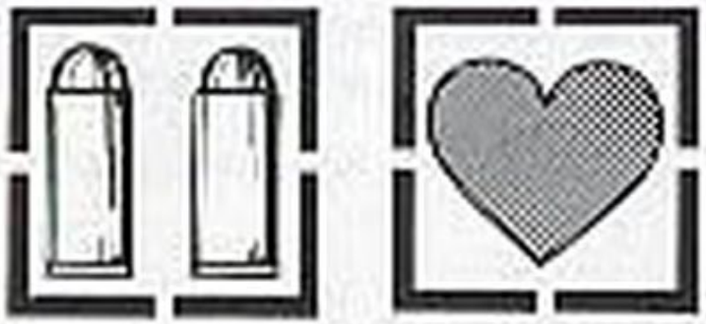
Press to fire your gun. If using the LaserScope, optically target the enemy, then give the command to fire. If you're using the Zapper, simply aim and shoot.

Objects of Desire

These life saving objects are often found *inside* of boxes. When you blast these boxes, the objects will appear. To acquire an object, simply shoot it.

Bullet Boys

Adds to your ammo.



Heart Starter

Regenerates your life line.

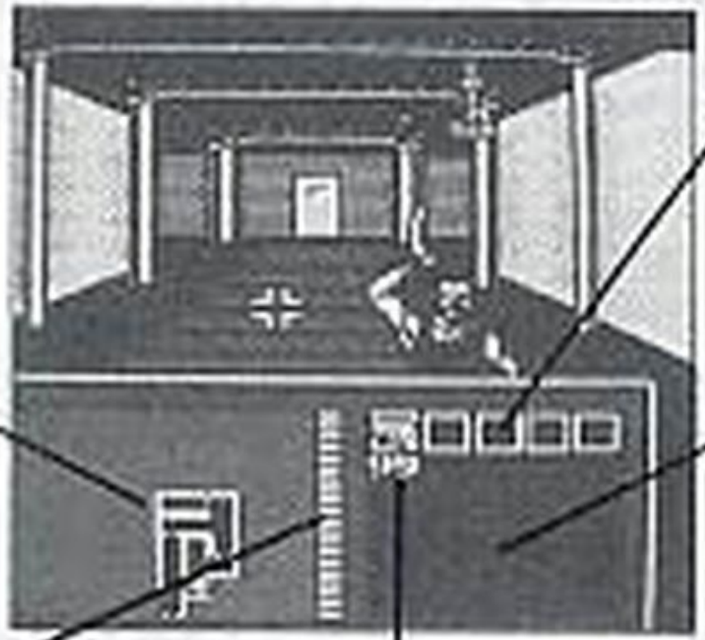
IF YOU SURVIVE THE 3-D CONFUSION MODE, IT'LL BE SIMPLY A-MAZE-ING!

If you have the brute force and sheer luck to survive the outskirts of the Sheik's Sand Storm Command Center, you must then infiltrate his 3-D Confusion Maze.

Here you'll find underground allies who will give you valuable clues that will lead you

Map
The arrow indicates your current position. Whenever you change direction, the arrow shows which way you've gone. Areas that you've travelled through will be charted in the lower left of the screen.

Injury Meter
This gives a graphic display of the injuries you've sustained, and will give you an idea of exactly how long you've got to live.



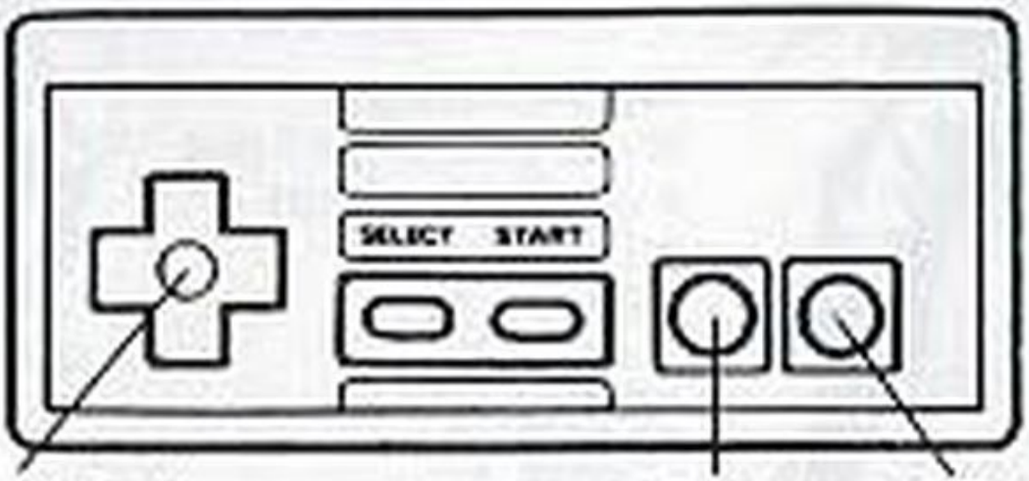
Objects of Desire Indicator
Remember, crucial objects are hidden throughout the maze. Once you've located an object it will appear here.

Messages/Time Counter
When you bump into an old ally, his message or clue will come across loud and clear here. If a dire situation calls for it, a clock countdown will also appear in this location.

Remaining Bullets
Displays the number of shots at victory you have left.
Note: If you run out of bullets and continue to press the A Button, you will automatically be sent back to a previous room. (Something you should probably avoid, unless you enjoy being lost without a clue.)

directly to your ultimate objective—the TechnoScorch Silos. Unfortunately, you'll also find the Sheik's notorious Confusion Guards who are waiting to put the hurt on you.

While exploring this uncharted maze, be sure to retrieve all the objects you find. Some of these objects will replenish your life and ammunition. But more importantly, many will prove to be your only hope of survival, and without them you'll be lost forever in a maze of confusion.



Control Pad

Press Up to move forward through the maze. Press Left or Right to change direction, or Down to retreat. **Note:** Once you're engaged in battle, you cannot retreat.

B Button

Press to open maze doors.

A Button

To return to a previous room, press the A Button.

IF THESE GUYS HAVE ANYTHING TO SAY ABOUT IT, THE SHEIK WILL INHERIT THE EARTH!

Captain Yassir Heesmybaby
The leader of the Goon Squad (and I don't mean maybe!)

Taj Sabotage
Watch out, or he'll put a whole lot of hurt on you.

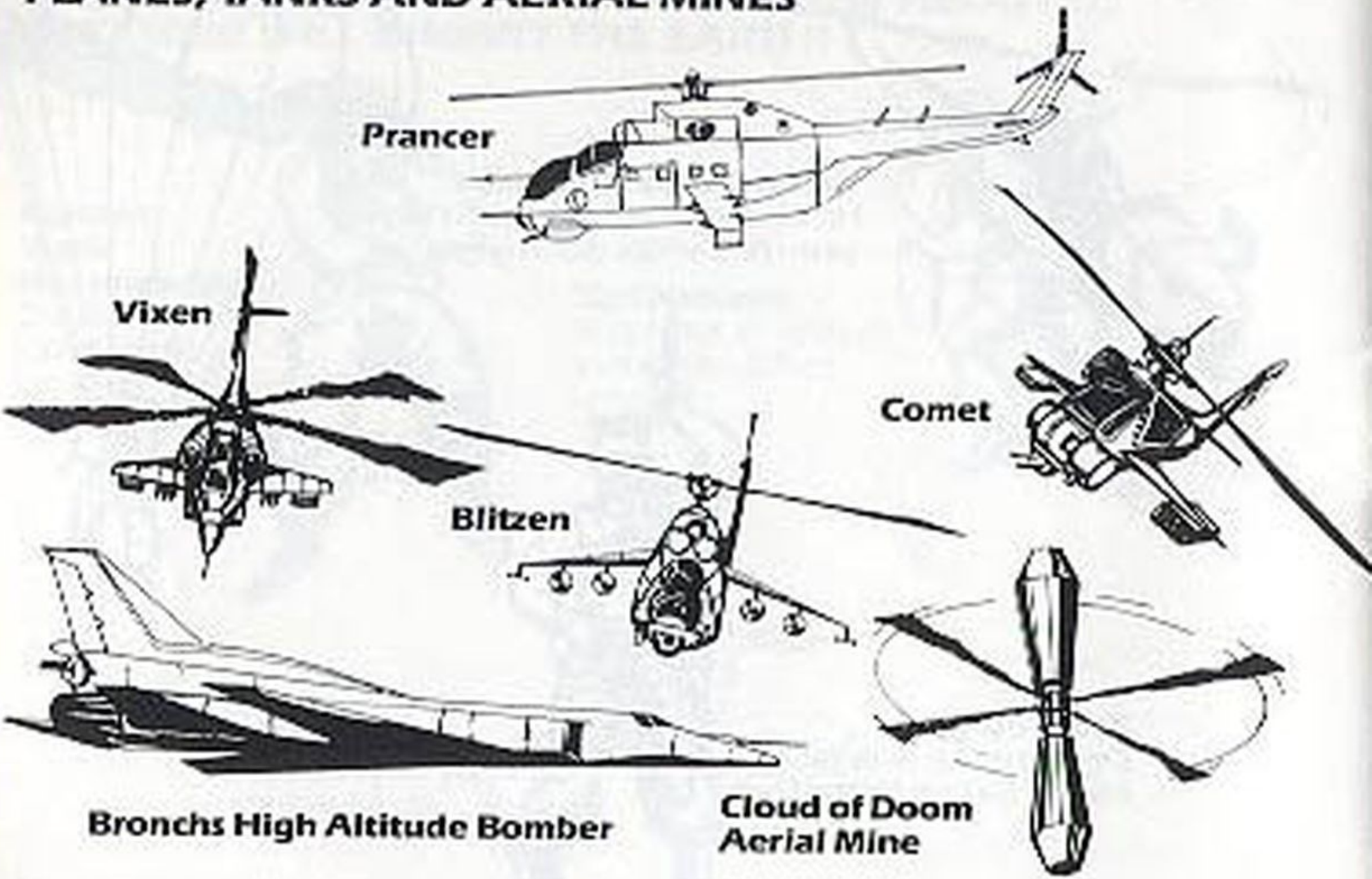
The Sandman
If he dusts you, you'll never wake up.

Yabba Dabba Ali Babba
His blades are like an eagle's claws when he swoops down on you.

Rip
Don't let him get the drop on you!

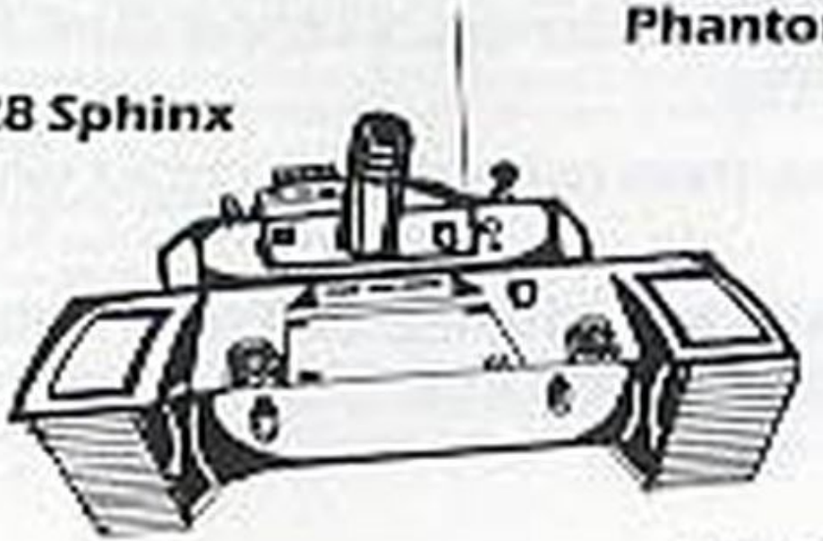
Kurt Slitagut
Developed his skills carving holiday turkeys for the Sheik.

PLANES, TANKS AND AERIAL MINES



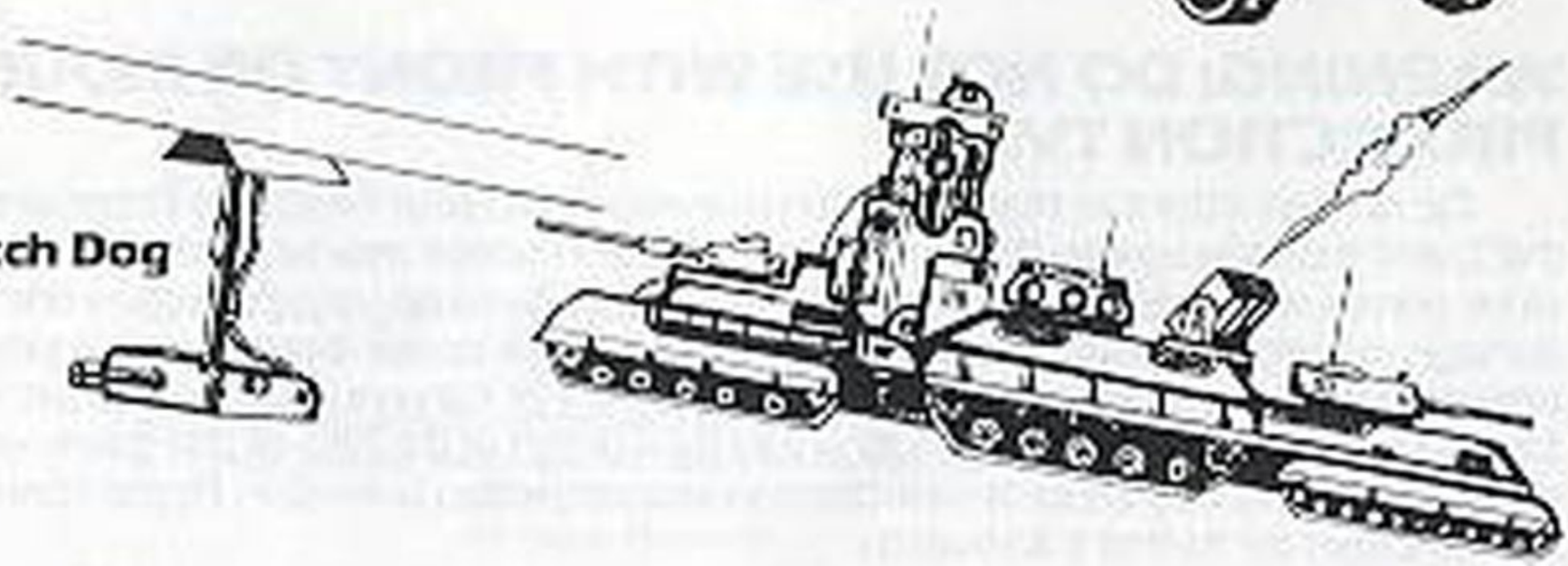
The T-80 Pharaoh Phantom

T-28 Sphinx



The Sand Blaster

The Watch Dog



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• This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Konami Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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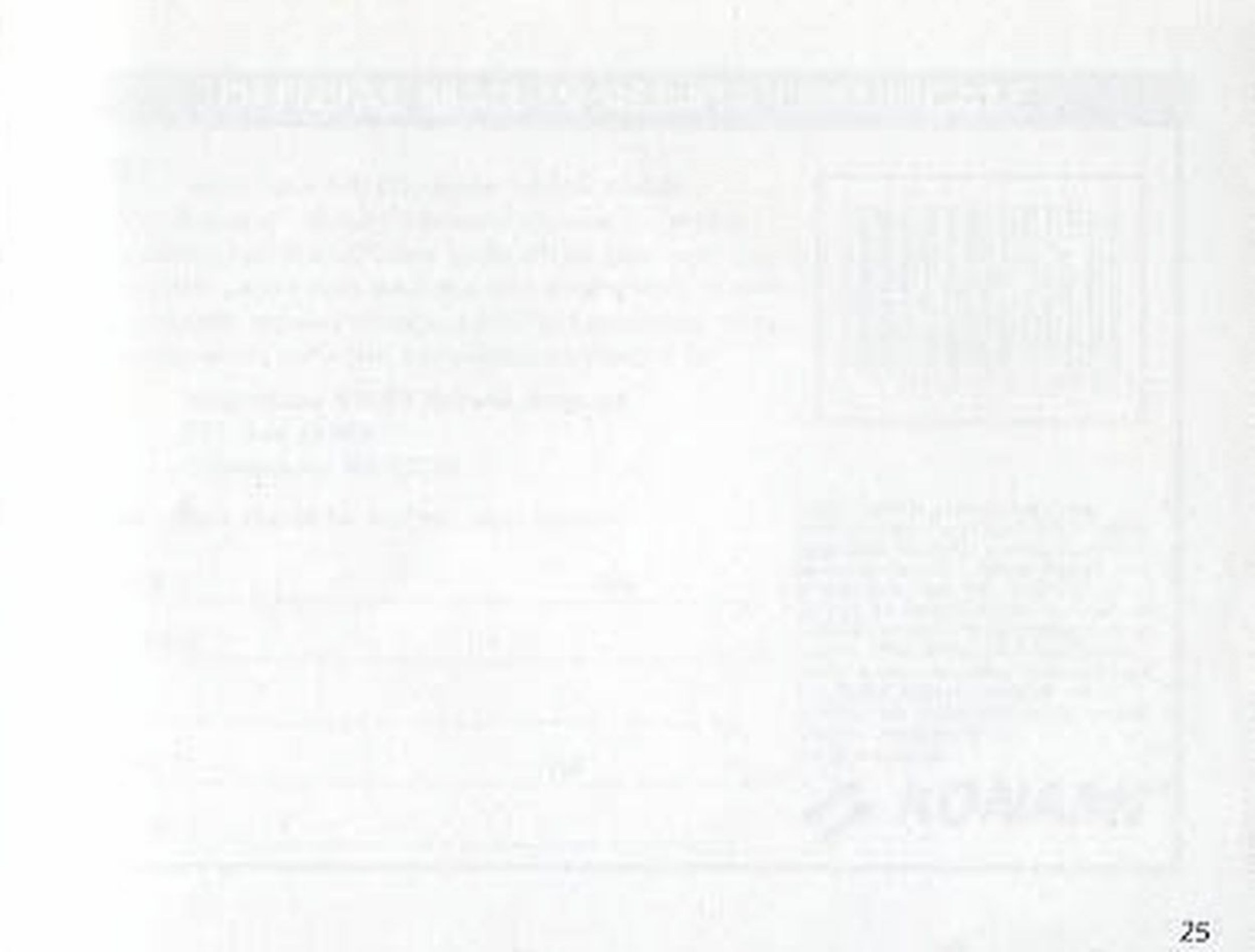

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